

# **Crossing 'the Valley of Death' of Technology Development**

From Technology Readiness Level 4 through 6

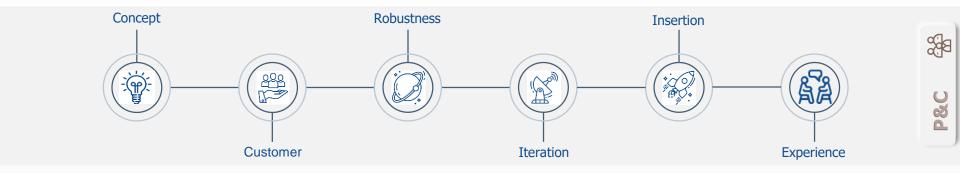
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#### **Outline**









#### Recap of the TRL (NASA, last updated Oct. 28, 2012)

#### Technology Readiness Level

Technology Readiness Levels (TRL) are a type of measurement system used to assess the maturity level of a particular technology. Each technology project is evaluated against the parameters for each technology level and is then assigned a TRL rating based on the projects progress. There are nine technology readiness levels. TRL 1 is the lowest and TRL 9 is the highest.

When a technology is at TRL 1, scientific research is beginning and those results are being translated into future research and development. TRL 2 occurs once the basic principles have been studied and practical applications can be applied to those initial findings. TRL 2 technology is very speculative, as there is little to no experimental proof of concept for the technology.

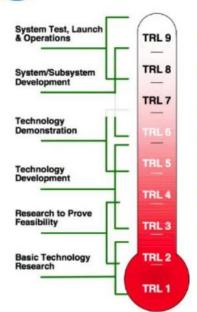
When active research and design begin, a technology is elevated to TRL 3. Generally both analytical and laboratory studies are required at this level to see if a technology is viable and ready to proceed further through the development process. Often during TRL 3. a proof-of-concept model is constructed.

Once the proof-of-concept technology is ready, the technology advances to TRL 4. During TRL 4, multiple component pieces are tested with one another. TRL 5 is a continuation of TRL 4, however, a technology that is at 5 is identified as a breadboard technology and must undergo more rigorous testing than technology that is only at TRL 4. Simulations should be run in environments that are as close to realistic as possible. Once the testing of TRL 5 is complete, a technology may advance to TRL 6. A TRL 6 technology has a fully functional prototype or representational model.

TRL 7 technology requires that the working model or prototype be demonstrated in a space environment. TRL 8 technology has been tested and "flight qualified" and it's ready for implementation into an already existing technology or technology system. Once a technology has been "flight proven" during a successful mission, it can be called TRL 9.



#### NASA/DOD Technology Readiness Level



Actual system "flight proven" through successful mission operations

Actual system completed and "flight qualified" through test and demonstration (Ground or Flight)

System prototype demonstration in a space environment

System/subsystem model or prototype demonstration in a relevant environment (Ground or Space)

Component and/or breadboard validation in relevant environment

Component and/or breadboard validation in laboratory environment

Analytical and experimental critical function and/or characteristic proof-of-concept

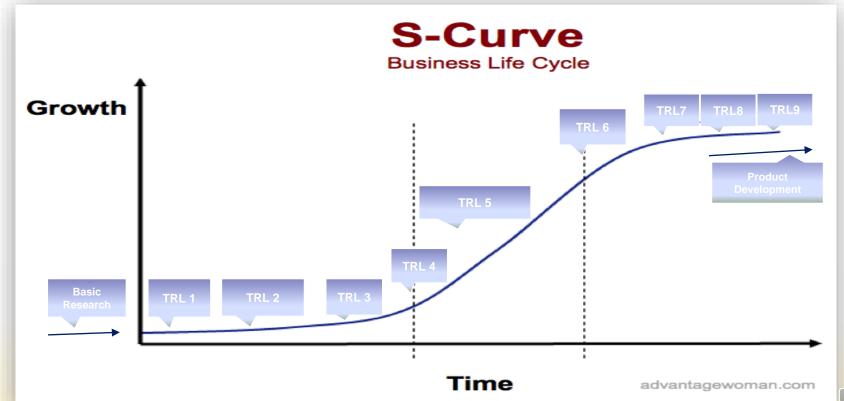
Technology concept and/or application formulated

Basic principles observed and reported



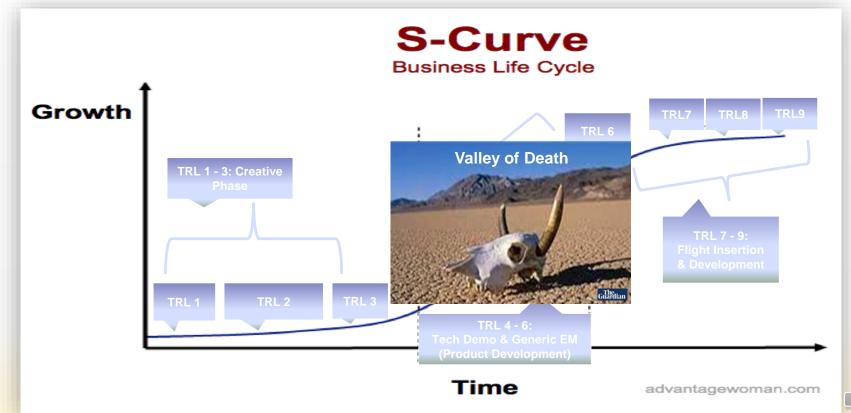


#### The Innovation S-Curve and the TRLs



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## 'The Valley of Death'





#### 'The Valley of Death'

- Idea: Developing a technology from initial conception to a major flight program insertion is a daunting task even if you have a brilliant idea to start with
- TRL 1 3: Creative Phase
  - Where you or your team members have some brilliant ideas and can quickly validate with simulations or PoC boarding efforts
- TRL 7 9: Flight Insertion & Product Development Phase
  - Where you succeed in technology insertion and it is now an engineering effort to further develop to flight
- TRL 4 6: Tech Demo Phase
  - Where many bright ideas cannot mature through TRL 4 6 even after successfully making through TRL 1 - 3 on IRAD
- People frequently refer the process of making from TRL 4 through 6 "the valley of death of technology development"



# 'The Valley of Death'



#### The Valley of Death phenomena are due to the following factors

#### 1. Technical

1)

The idea cannot work after all 2)

More
vigorous
'testing'
nveils laten
problems

3

The smart dea requires a lot of 'moving parts' to implement

4

The idea
works, but it
is hard to
adapt for
practical
apps

5

"The solution is too complex" – Simplicity is always a beauty

6)

The sechnology is not robust enough for practical apps – p/m sensitivity





### 'The Valley of Death'

#### The Valley of Death phenomena are due to the following factors

#### 2. 'Political'

1.

Having a hard time to obtain insertion – "the killer app"

2. Inability to secure sufficient funding for a generic EM

3.

The step function in EM funding was too hard to justify

4

People prefer to reuse EM than funding EM testing, for instance





# **Customer: Benefits, Support & Satisfaction**



Customer



# Senefits

- Lower cost
- Higher efficiency
- Smaller mass
- Smaller real estate
- Shorter development cycle
- Short lead time
- Early delivery



# /C Efficiency

- Smaller power size
- Smaller thermal removal system size
- Smaller battery size
- Smaller solar array size



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#### **Customer: Support**

On time delivery of program contractual deliverables

- Monthly status/TIMs/Reviews/Final review and final report
- Working hardware for show-n-tell (Demo)
- Supports above and beyond contractuals
- Early reports on potential problems

Support to keep the program sold/for new opportunities

- Tutorials to help them to understand in simple terms, enabling them to communicate more effectively in their community
- Background informational materials for the customer to sell the program
- On call for consultation as always



#### **Customer: Satisfaction**











#### **Robustness of New Technology**



Photo from Interne

A simple solution to a complex problem:
The highest form of engineering innovation

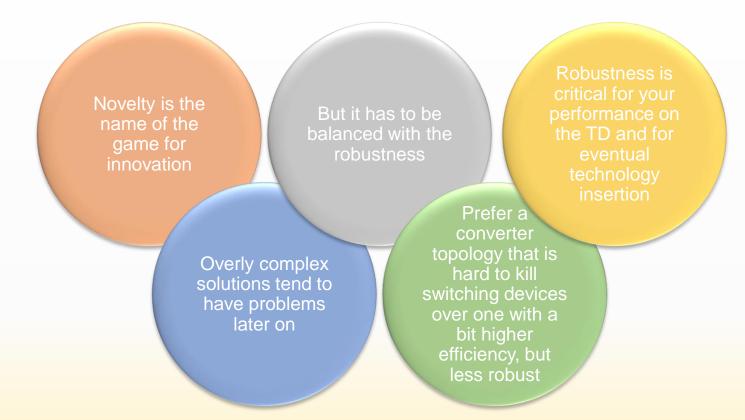


Photo from Internet





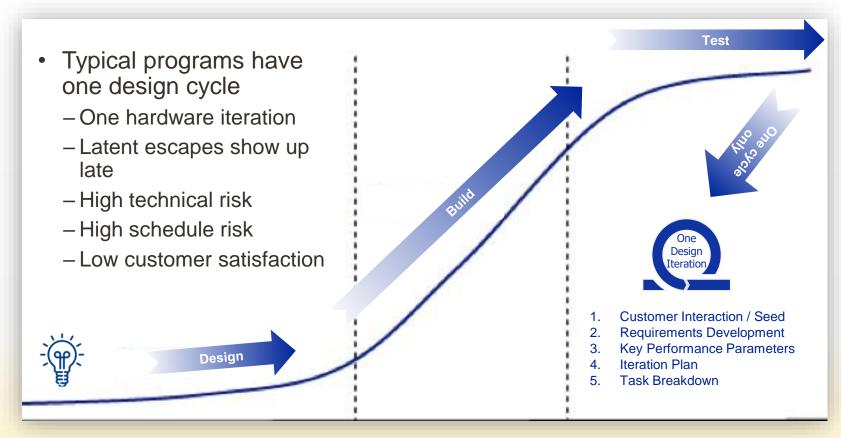
### **Robustness of New Technology**







#### **Traditional Development Cycle**





#### **Preferred Approach**





- Multiple hardware iterations
- Latent escape(s) show up early
- Low technical risk
- Low schedule risk
- High customer satisfaction
- Challenges
  - Cost impact
  - Schedule challenge



- White-wires removal
- EM performance
- Interface final





- Lessons learned
- Intermediate performance

Insertion

Interface refinement







- Customer & requirement
- Initial proof of concept

One

Hardware

Iteration

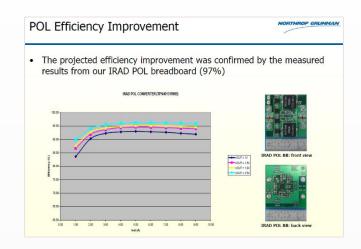
- Interface control
- Load characteristics





#### **Hardware Iteration and Delivery**

- Hardware iteration is an effective way to discover latent design drawbacks for a new technology or product
- Hardware iteration combines design skills with design processes early in the development cycle
- Early successful hardware iterations (and deliveries) demonstrate your command of the new technology
- Hardware iterations enhance customer satisfactions
- Provide your customer with real data to keep the program "sold" in his or her community



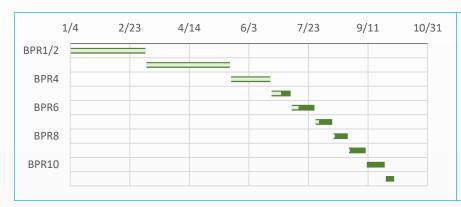
APOL POL first hardware iteration produced an efficiency of 97%





### Waterfall vs. Agile (Iterative) Processes

- Agile process originated from the software engineering where iteration (spiral) is the 'king' and one iteration does not require a lot of funding
  - You can remote update software (Use your customer for Alpha- and Beta-runs)
  - Updates do not cost much





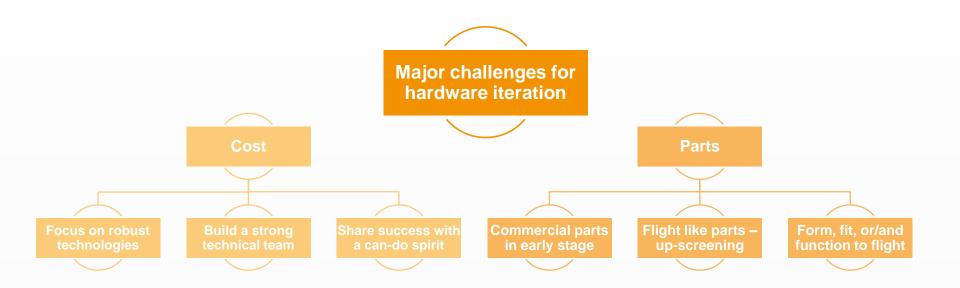
- Organization planed
- Waterfall activities
- Latent risks
- Inflexible

- Customer focused
- Multiple iterations
- Early risks
- Agile





#### **Challenges for Multiple Iterations (Agile Hardware)**



Ability to execute each hardware iteration in a timely fashion is the key





#### **Insertion Advocacy is a Beautiful Thing**

# Leverage previous successful insertions designs

- Working hardware is a lot of more convincing
- 'Word of Mouth' in the customer community is golden

#### **Insertion Advocacy**

- ·Sell, sell, sell, ...
- Latch onto opportunities faced by an exiting design
- •Offer performance / SWaP improvement as an enabler

# Address user "adoption anxiety"

- Building a strong business case with \$ signs
- Present direct and derived benefits

# Robustness for qual, mfg and test

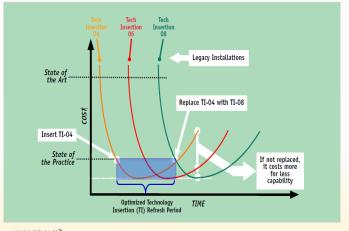
- •Engage them early in the TD phases
- Perform key WCA for representative and stressing cases as early as possible

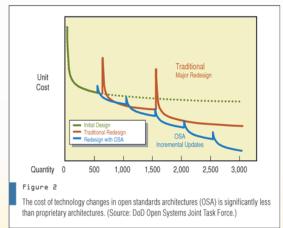




#### **Insertion: Optimum Insertion Point**

- The technology development time vs. cost curve illustrate best time for insertion
- Open system approach (product line P/L) drives down the cost which enables more frequent insertions
- Customer involvement facilitates the process





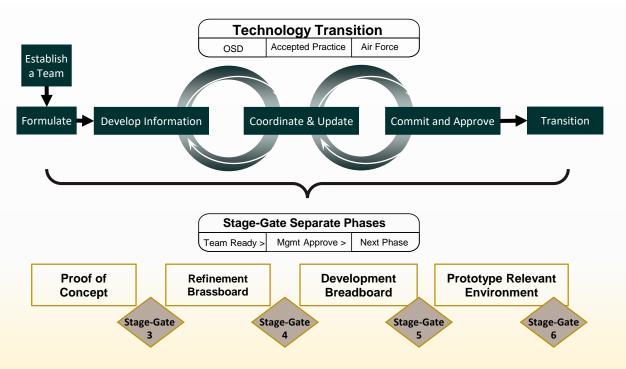


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#### **Insertion: Follow a Plan**

 Technology Transition Process Iterates Within Each Stage, as defined below, in "TDTS Guide," by the US Air Force





#### **Insertion: Risk**



Risk management needs to involve your customer for general approach and top-level plan / architecture

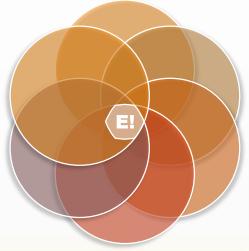
Avoidable and transferable risk items

Changing business landscape – competition with new products or technologies, need to update business case

·Read, read, read, ..

Product line vs. point design

• Always a trade-off, know where to stop



Schedule compression vs. ability to execute

• Good rule of thumb – Compress one month for a 12-month schedule

Cost – especially FFP, funding profile volatility

Volatility in funding profile impacts
 execution

Technical unknown unknowns

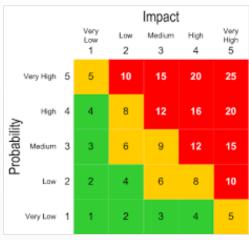
• Unintended consequences, unknown unknowns



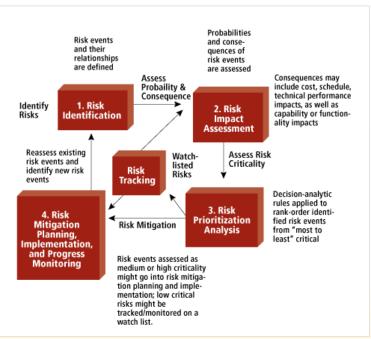


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#### Risk Management



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www.mitre.org





### **Ranger Timeline**



PoC (Cycle)

Ranger CTPS started with a breadboard to demonstrate achievable efficiency/emmision







Breadboard (Cycle)

A breadboard was built on program to demonstrate achievable size/emiision reduction

Brassboard (Cycle)

A brassboard was built on program with drive the RF amplifier with reduced noise







EM (Cycle)

A EM was built on program before the Alpi run for production



# **TS21 PPU and Propulsion Subsystem Timeline**



01

PoC (Cycle)

TS21 started with a high-fidelity breadboard with a coupling test at NASA GRC

03

Brassboard (Cycle)

A EM was built on program that drove the X3 thruster and DCIU for autonomous operation











02

Brassboard (Cycle)

A brassboard was built on program to demonstrated full functionality

04 EM (Cycle)

An EM was built on program to complete full qualification at AFRL under vacumm cahmber





# **TacSat-2 (TS21)** PPU earned JANNAF Propulsion **Achievement Award for 'One** of a kind, all-US built propulsion system' in 2007!

It is still called 'the best PPU' (with autonomy) after so many years by experts in the field



Recognitions



TacSat-2 (TS21) spacecrain design team earned AIAA Space System Achievement Award in 2009!



#### **APOL Timeline**



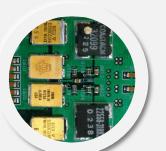
PoC (Cycle)

APOL started with an idea and a bloock diangram on IRAD









Brassboard (Cycle)

significant customer satisfaction

A brassboard was built on CRAD with





Breadboard (Cycle)

A breadboard was built on IRAD to demonstrated improved performance

EM (Cycle)

A generic EM was built on IRAD to secure insertion tnto major programs



APOL success was report to the highest level of the **US Government 'for** significantly enhanced national security!'



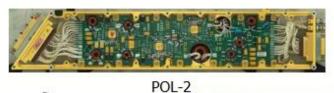


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#### **Insertions**

- Insertions into major programs and product lines
  - Payload-E
    - ECA
    - POLs
    - ASICs
  - -P093
    - Many designs
  - -CPC
    - Altima Comms
    - NASA GaN Amp

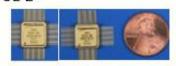
#### **Next-Gen Product Line**





POL-1





PwrCMOS ASICs

